



COMMODORE
64/128

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ARNIE

ARNIE is a one man mission against all the odds.

Helicopter drop into enemy base and use the latest high technology weapons, ArmaLite AR15 Rifles, RPG7 Rocket Launchers, M60 Light Machine Guns and FT25 Flame Throwers, to reach the Enemy's General and assassinate him.

Armed Resistance is expected to be high.....

Program & Graphics:
Chris Butler
Loading Screen:
David Taylor
Made in UK



ARNIE



ZEPPELIN
GAMES

Arnie crouched behind a rotting tree stump and shouldered his AK47 rifle. He pulled a matt black laser night sight from his hip pack and brought it to his eyes.

In the flickering lime display he could see trip wires - a fortified machine gun nest - and several lean, watchful, guards.

They were obviously expecting visitors - but they weren't expecting Arnie.

"Piece a' cake" he muttered.

COMMODORE LOADING INSTRUCTIONS
Press SHIFT and RUNSTOP together.
Press PLAY on the tape.



OPERATIONAL BRIEFING

One mission split over a complex enemy base camp. All operations are covert and outside normal UN Security Force jurisdiction. This is a one man mission - no prisoners to be taken and operative to begin termination procedure in case of imminent capture.

GAMESPLAY

All action is controlled via a **JOYSTICK** connected to port two on the Commodore 64/128.

After loading, the mission begins by pressing **FIRE**.

The combat action occurs at the top of the screen, with the control information panel situated at the bottom.

From Left to Right, the control information panel is set out as follows:

SCORE - Gives present attack score rating.

LIVES - The remaining lives are shown as icons.

WEAPON - The Weapon currently in use is shown in this box.

After Arnie has been dropped by helicopter on to the enemy base he begins his mission to track down the General and assassinate him. The path Arnie has to follow is marked with arrows.

Arnie has to dodge enemy fire and kill all hostile soldiers. Killing a **RED** soldier leaves a more powerful weapon for him to pick up and use.

WEAPONS

During the game, the following weapons are obtainable:

ARMALITE AR15 RIFLE -

Arnie's favourite weapon which he carries with him at all time.

M60 LIGHT MACHINE GUN -

A light weapon with high firepower.

RPG7 ROCKET LAUNCHER -

Heavy rocket launcher with a wide field of fire.

FT25 FLAME THROWER -

Devastatingly powerful tool of destruction.

Arnie starts the game with his Armalite and a plentiful supply of ammunition. Each of the extra weapons collected only have one round of magazine loaded. When this is emptied, Arnie reverts back to his Armalite.

FINAL MISSION BRIEFING

Arnie begins the game with 3 lives, and gains an extra life at every 10,000 points.

After losing a life, Arnie flashes to show that he is invulnerable for a short period.

Once all lives are lost the game is over.

Best of Luck, Arnie - Lets get a result on this one!

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